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Computer
Club

October, 1993

GLENDALE 1993



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Editor:

Steve Goldstein (408) 257-2058

8-Bit Editor:

Bob Woolley 865-1672



San Leandro Computer Club

P.O. Box 1506

San Lendro, CA 94577-0374

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GLENDALIVE

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GLENDALIVE!

Saturday, Sept. 18, 1993

Real Time Conference from
Glendale 7.0 with Bob Brodie,
Ron Kovacs and John King
Tarpinian

Host - Lou Rocha

<[Host] ST.LOU> Our special
guests today are Glendale
organizer - John King Tarpinian,
Z*NET News - Ron Kovacs and
Director of Communications for
Atari Corp. - Bob Brodie!

Gentlemen, thank you for taking
time from this busy day to bring
us all the latest news from
Glendale. I understand that you
are typing at us from the Genie
booth, staffed by a half dozen
Genie sysops. I am sure they are
just as happy to be off their feet
while they watch you do some
work <grin>. We'll ask the
sysops for comments later....

I suspect one of you will be doing
the typing :-). May we begin with
some general comments about the
day so far? King, Ron, Bob...GA

<[Bob Brodie] PRESS-13> The
show has drawn over 800 people
so far, the morning was a very
busy time for us. Atari is up on
the stage as always, showing the
Falcon, and trying to get a
slideshow of Jaguar Targas to run
with limited success so far. There
has been a lot of excitement and
interest in the Jaguar, with a
number of people expressing
interest in becoming developers.
We had a developer conference
last night at the Red Lion which
went very well, and actually
lasted much longer than we had
expected it to.

Questions, go ahead! :)

<S.CHAPMAN> What are the
prices on the Lynx at the show...
the Good Guys! have it for
\$49..GA.

<[Bob Brodie] PRESS-13> I'll
have to check, I haven't had a
chance to shop yet! :) The supply
of Lynxes that TCN brought to
the show is already sold out...

<[JAGUARJIM] J.THORNHILL>
I would like to know when the
much touted 3rd party list will be
available? What part of next
week? Before or after Wednesday
and also will these be true
independent third parties or is
Atari going to just license titles
and do the programming
themselves?

<[Bob Brodie] PRESS-13> Jim,
much touted???? We'll make the
release next week, I will not,
while out of the office be held to
a specific date. This is indeed a
list of true 3rd party developers.
We are not doing the
programming ourselves.

<[John B.] J.BRENNER1> Hi

Bob, did you say you were having trouble running a slide show on the Falcon! Isn't that a little sad considering Atari has been claiming for months that the Falcon is the ultimate MultiMedia machine? has Atari put the Falcon on the back burner for now...

<[Bob Brodie] PRESS-13> Well John, I'd say it is more an indictment of my own lack of skills. I have been so busy doing other things that I have not had enough time to properly set this up in advance. The simple fact is that we are so darn busy trying to get people's questions answered here, that I haven't been allowed to really focus on the project. I'm delegating that task to Mike Fulton, who is running True Paint to do it, rather than the GEMVIEW slide show that I was attempting to do it with. And no, we have not placed the Falcon on the back burner. ga

<[John B.] J.BRENNER1> There is only one Falcon in Montreal. How many dealers are there supposed to be. Would you have any idea offhand? 3 or 10 ?

<[Bob Brodie] PRESS-13> How ever many the market might bear. That is a question that would be much better suited for our rep in Montreal to answer, Kaysound. ga

<[Host] ST.LOU> Folks, hang around for the door prize.... Photo Show and It's All Relative from It's All Relative... courtesy of Greg Kopchak. We'll do it soon. Next is Jonesy!

<[Jonesy] M.JONES52> Any noticeable numbers of non-Atarians about, expressing interest in current and new stuff?

<[Bob Brodie] PRESS-13> Not really. There have been some new faces that are asking about the Jaguar, but most of the crowd is very familiar to me.

<[David] D.FREELAND> I noticed in the Atari Compendium PR that it is up-to-date as of TOS 5.0. Is this a typo? If not, can you discuss TOS 5.0??

<[Bob Brodie] PRESS-13> No, it is not a typo. There is another version of TOS that is already in developer release is documented in the compendium.

<[David] D.FREELAND> What is Atari currently doing to promote the Falcon?

<[Bob Brodie] PRESS-13> David, we're working with a number of 3rd party people to come up with some products that will give people a reason to select the Falcon over another computer. Right now, we're excited that we've gotten a chance to look at Cubase Audio for the Falcon... which will raise the stakes in the music software to a new level and allow musicians with the Falcon to do things that are simply not possible on any other platform.

<[Dave] D.SMITH200> Bob, TT production has been a matter of concern. What's the status *and* are there plans to keep the TT upgradeable to future technology. If not, would there be a trade up? GA :)

<[Bob Brodie] PRESS-13> Dave, we are committed to returning the TT to production, and it's my belief that production has already begun...but it will be the TT...not a different machine. And BTW....isn't anyone going to ask anything about the show?????

<[Ed] E.BALZ> What stores in SanFran are going to sell the Jag? What is the overall impression of the people who attended the show?

<[Bob Brodie] PRESS-13> We're in the process of setting up the Jaguar distribution now, Ed. I would expect to see it in Toys R Us, Electronic Boutique, and all the other major entertainment retailers. The people that are attending the show are anxious to see the Jaguar, most seem pleased at the presence of a terrific issue of AtariUser Magazine, and the impressive group of developers.

<[Host] ST.LOU> Bob, please tell us who is in the booth with you. Maybe questions can be asked of them... Thanks Ed.

<[Bob Brodie] PRESS-13> Ron Kovacs, John Nagy, Mike Allen, and all the rest just ran!

<[Host] ST.LOU> Haha

<[Bob Brodie] PRESS-13> :) :)

<[Host] ST.LOU> May I ask John about the next AtariUser? When can we expect to see it. We all miss it.

<[John Nagy] PRESS-13> We have released the October issue TODAY here at Glendale and will ship to all subscribers and groups next Tuesday! It has a COLOR spread on the Jaguar... and is 100% done with Calamus SL.

We have 6 pages of NEWS... We have a lot of Falcon news and such.... A GREAT article on digital audio on the Falcon030 A lynx BEST-OF review... and more. And a SPECIAL \$5 Mini-

Subscription offer for 3 issues for the faint of heart who are scared to spend on subscriptions in this market. AtariUser is BACK. And thanks for all the fish!

<[Host] ST.LOU> Hurray... and welcome back! Thanks John. Hang around in case we have a question for you. Now I would like to do the prize thing..... for all paying customers... no free flags allowed :-)

[Ed. Note: Dave Shorr and Chris Cassaday won the prizes - Photo Show for the Falcon and It's All Relative. Thanks to Greg Kopchak at It's All Relative for donating the door prizes!]

<[Ed] AEO.5> How many games for the Jaguar will be released this fall in SF and NY and how many next year for the worldwide release? Thanks.

<[Bob Brodie] PRESS-13> Hi Ed, there will be a single title bundled with the machine... and that title hasn't been set yet. I expect there to be about 5 titles at the time of the rollout. After that, there will be a number of other titles, depending on who the developer is, it is hard for me to project the actual dates that they will be available. Right now, we've got about 10 titles in the works on the Sunnyvale front.

<[Host] ST.LOU> Bob... I am told a late breaking story in ST Report says the Jaguar may not be ready for Christmas. Can you shed some light on this?

<[Bob Brodie] PRESS-13> Lou, I'm surprised that anyone believes anything that is written in that publication any longer. He really has no sources in

Sunnyvale at all. It's probably another typical STR word game in that it will not be available anywhere except New York and San Francisco.

<[Host] ST.LOU> Hmmph... another good story bites the dust. Are you permitted to name the 10 titles under production for the Jaguar?

<[Bob Brodie] PRESS-13> I don't have my list in front of me, but I'll try to get most of them for you Lou... Cybermorph, Crescent Galaxy, Tiny Toon Adventures, Kasumi Ninja, Raiden, Club Drive, Checkered Flag, Alien vs Predators, Evolution: DinoDudes, Tempest 2000

<[Host] ST.LOU> Next we have Steve Kiepe, Editor of Current Notes!

<[Steve@CNOTES] S.KIEPE> Bob, are the developers/dealers at the show happy with the turnout thus far and second, Bill Rehbock once stated that the Falcon was meant for the HOME market. It appears that Atari/3rd party developers are focused "primarily" on music applications. Is this primarily a survival response or would you think we've pretty much seen a move toward a niche market? In other words, how do you think we can spread this out!

<[Bob Brodie] PRESS-13> Hello Steve, nice to see you! I have been so busy myself, I haven't had a chance to gauge that. The crowd of 800+ isn't as good as we had hoped for, but it appears to be a buying crowd. Re the second question, we have always found that while we might have a purpose in mind for our machines, the developers will

often come up with a product that will capture a particular market. Music has always been an important part of our market, and the Falcon's capabilities are very impressive in that arena.

<[Host] ST.LOU> Bob, Nathan posted from Glendale at 12:30 your time... has he been swamped since then? :-) Steve, anything else?

<[Steve@CNOTES] S.KIEPE> Good to hear that money is changing hands! Are the remaining developers "enthusiastic" or more cautious in your opinion.

<[Bob Brodie] PRESS-13> Yes, he has. Steve, I'll know more tomorrow, I really have been busy myself, and haven't had a chance to hobnob the way I would like to. For example, Mid Cities is doing one of their promotion announcements right now...they have set up a huge mural of an island, complete with a VOLCANO, spewing smoke out of the top, and when the volcano erupts, the have sound affects so the floor vibrates....really amazing. Z*Net News Service will be uploading pictures of this later on tonight.

<[Chris] C.CASSADAY> John Nagy - Is that *really* you in that CI\$ ad? Bob Brodie - (sorry to be off topic) Is TOS 5.0 a machine specific upgrade? (Falcon or TT?) Or is it for a future machine? What's in it? AES 4.1?

<[Bob Brodie] PRESS-13> Chris, John has stepped away from the machine right now...

<[Host] ST.LOU> Chris, I was wondering too :-) John Nagy is much better tanned :-)

<[Bob Brodie] PRESS-13> No, John says that he doesn't have enough time to be on CIS. So it wouldn't be appropriate for him to endorse the Atari Forums on CIS.

<[Bob Brodie] PRESS-13> The version of TOS he's enquiring about is a beta version that is current restricted to developers only. I'd really prefer not to comment until it's done. Sorry Chris!

<[John B.] J.BRENNER1> Are there many hardware manufacturers present. Like FastTech or JRI? Is anyone showing upgrade hardware for older machines as well as memory boards and what not for Falcons?

<[Bob Brodie] PRESS-13> ICD is showing AdSpeed for \$99, and good prices on their Super Link Pro, and Pro Software. Chro_Magic is here selling their hardware, COMPO is showing Falcon Speed and the Screenblaster and of course, Migraph is showing their ColorBurst hand scanner for the Falcon...Nagy says it is really, really hot! Wizztronic is showing the Cartmaster, as well as another memory upgrade board for the Falcon. In The Computer Network Booth, DMC is showing Calamus SL, using an incredible CYREL Sunrise Card. Without a doubt, the finest images I have ever seen.... except in the Gribnif booth... <grin> Crazy Dots is there.

<S.CHAPMAN> Are voice mail products being shown at the show, second, what are the different MIDI products being shown and by who?

<[Bob Brodie] PRESS-13> I haven't seen any voice mail products.

There was a private showing of Cubase Audio for Falcon, but that was done offsite. Barefoot is going to be releasing a new product soon, and Compo is showing MusiCOMM.

<[Host] ST.LOU> Bob.... I understand that congrats are in order to Jonesy who is the new LiveWire writer for us... Way to go, Jonesy!

I would also like to mention that Dorothy Brumleve, President of the IAAD, is retiring from the LiveWire column after years of service. Many thanks to Dot!

Bob, you mentioned CyReL....I have Ralf from Cybercube here who has an announcement.

<[Ralf] CYBERCUBE> First, congrats to your nice show! Seems that you got a nice crowd down there!

<[Host] ST.LOU> What's the scoop, Ralf?

<[Ralf] CYBERCUBE> We are having a special on the CyReL True Color cards... They have been reduced to US \$999 for the show. We are also announcing a couple of new products, like a TT Accelerator and a 128 MB TT RAM expansion board!

<[Host] ST.LOU> Thanks, Ralf... sounds like something I cannot resist!

<[Steve@CNOTES] S.KIEPE> Are significant numbers of Falcons (for sale) in evidence at the show and how does the sales response appear to be (thus far)?

<[Host] ST.LOU> I just got a note that anyone can take advantage of the Glendale special on the CyReL cards... maybe someone can find Nathan to tell us how....

<[Nathan] PRESS-13> There are good stacks of Falcons at both Mid-Cities and TCN. At least there was good stacks, They have been depleted.

<[Host] ST.LOU> Thanks, Nathan. How about info on the CyReL deal?

<[Steve@CNOTES] S.KIEPE> I picked a heck of a year to be away from Southern California. OH WELL, back in 94! Thanks!

<[Nathan] PRESS-13> On the CyReL cards, Cybercube's special will be honored throughout North America for the days of this show, fair is fair so those that couldn't make it can still take advantage of a one time above and beyond special. Thanks for asking.

<[David] D.FREELAND> Bob, in one of your previous conferences, you mentioned that there would be a 1-800 number to order Speedo fonts. Do you have it?

<[Nathan] PRESS-13> I believe that Bill Rehbock mentioned that. Please check in the Bitstream RT as it may be posted there.

<[Host] ST.LOU> Nathan... Dorothy has a few words for us

<[Nathan] PRESS-13> Hi Dorothy.

<DABRUMLEVE> I am very pleased to announce that Mark Jones, our beloved Jonesy, has

agreed to relieve me of my LiveWire columnist duties. I have every confidence that Jonesy will do one hell of a good job for Atari users here on GENIE.

<[Nathan] PRESS-13> "beloved"? ;-) Congrats Jonesy!

<DABRUMLEVE> I'm also missing this show just terribly. I hope and trust everyone is having one terrific time! Smoke 'em out! ;-)

<[Nathan] PRESS-13> Wish you were here Dorothy!

<DABRUMLEVE> Me, too, Nathan.

<[Nathan] PRESS-13> Wish Darlah was here more! ;-)

<[Host] ST.LOU> Is it true you went outside to have a commemorative smoke, Dorothy? :-)

<DABRUMLEVE> hehehhehe

<[Host] ST.LOU> Nathan... is my buddy Mike Allen around?

<[Nathan] PRESS-13> Not at this second Lou. He's roaming the aisles.

<[Host] ST.LOU> Ah... he was hot to go to the dev con... can you give some impressions?

<[Nathan] PRESS-13> The show winds up at 6:00 pm today so Mike's taking a browse.

<[Nathan] PRESS-13> The Dev Conference was mainly handled by Mike Fulton, Eric Smith and Scott Sanders, talking about his new Compendium. It appeared to be quite well received. There was a solid turnout and everyone

appeared pleased with the discussion on Mint, MultiTOS, etc.

<[Host] ST.LOU> What was the reaction among the non-devs?

<[Nathan] PRESS-13> I didn't take a poll Lou, sorry. ;-)

<[Host] ST.LOU> Mike... what are the highlights in your opinion?
<What did you buy?> :-)

<[Mike] PRESS-13> I spent LOTS of money - Saw lots of good stuff. Compendium is neat. Warp 9 3.8 is Falcon compatible. Lots of Extendo-Save stuff with W9 3.8 I got DevPac3, DataLite2, Geneva.

<[Host] ST.LOU> Mike.... I was asked about the Lexicor table... How was it? Lots of animations? How about the cards?

<[Mike] PRESS-13> Hmmm - ? Back behind the bathroom, I believe. I haven't really had the time to look at cards - the crowds around Gribnif and DMC booths were pretty deep.

<[Host] ST.LOU> I thought there was going to be some kind of display showing the Lexicor and DMC cards and Crazy DotsII?

<[Mike] PRESS-13> Lou - I haven't seen any Lexicor cards here - but I haven't had the time to look too hard. I am, however, going deaf. MidCities has a volcano that goes off (loudly) every so often to announce their specials! I have seen LOTS of Falcons go out the door!

<[Mike] PRESS-13> TCN is selling 4/80's \$1199! Haven't seen any 14/80s. The Gizmo board looks real nice and there are

several folks selling the Compo Falcon Screen enhancer.

<[Dave] D.SMITH200> Ralf, could you give some details on the TT accelerator?

<[Gregg] AEO.7> TT accelerator????? yes.... TALK!!!!

<[Ralf] CYBERCUBE> The CyReL CaTTamaran is a small module for the TT and allows you to run your TT either in 32, 36, 38, 40 and 45 MHz.

<[Dave] D.SMITH200> Ralf, is it an 040???

<[Hai-Keeba!] AEO.MAG> Ralf, do you have a press release for the accelerator?

<[Ralf] CYBERCUBE> The price will be US \$99! No CPUs to replace, no costly caches! We have not yet completed the beta testing. So there is no PR as of yet but there will be.

<[Host] ST.LOU> Plug and play?

<[Ralf] CYBERCUBE> It's a really small module. Some SOLDERING is required. Sorry, but this kind of thing can't just be installed like a graphics card. *grin*

<[Gregg] AEO.7> Hey, I know someone that'll put it through it's paces with DynaCADD and Calamus.

<[Host] ST.LOU> Where does it connect? Can you say...

<[Ralf] CYBERCUBE> Yep, we thought that you get a lot more speed with a CaTTamaran. *grin*

<[Michael] AEO.4> How in the

world does it work without a replacement CPU?

<[Ralf] CYBERCUBE> We have invented something... cannot elaborate too much, but it's based on our CyReL XtraClock technology. So you get a lot more kick out of your TT...

<[Ralf] CYBERCUBE> OK, for more details, please wait for the PR!

Very interesting news! Stay tuned for a Real Time Transcript with CyberCube to discuss the CaTTamaran accelerator for the TT! Coming to you soon in the ST RT on GENie!



GLENDAL E ATARI EXPO 1993 OBSERVATIONS

Ralf Herman

This is the third year that I have attended the Glendale Atari Expo at the Glendale Civic Auditorium in Glendale. The expo was scheduled for the 18th and 19th of September, I attended on Sunday morning the 19th. The number of exhibitors were less than last year, but still substantial and satisfying.

I had no idea that the editor would request this article, so I spent time with developers of software that interests me, namely utilities and desk accessories. I obtained upgrades for CARD FILE, SQUISH, WARP-9, and XBOOT. Many other upgrades to programs and new programs were available for users with interest in Graphics, MIDI, etc.

The Falcon was prominently displayed and demonstrated with various software at many booths, including Atari which occupied the auditorium stage. At the busy Atari display area I had a chance to say hi to Bob Brodie, Director of Atari Communications, who was demonstrating the Falcon's capabilities to interested show attenders.

At least two local vendors were selling 4/80 Falcons at a show price of \$1199, which is comparable to the advertised price of one local Bay Area dealer. There were excellent deals available from vendors and hardware developers that were very tempting. For example ICDs 16MHz accelerator board for the ST was selling for \$99. I would have bought one had the person manning the booth assured me that I could use PC Ditto II with it.

In conclusion, I spent about two hours at the show and found it both interesting and worthwhile, and I plan to attend again next year. By the way, when requested by mail prior to the show, the show organizer provides complimentary tickets for persons outside the Los Angeles Area.



WELCOME TO PC HELL

by Robbie Bridges

I like Flight Simulator. I had a great time with Flight Simulator II, by SubLogic, on my 1200XL until I saw Microsoft's Flight Simulator 4 on a PC. I had to upgrade. I was doing fine with the old version, flying in all kinds of conditions and making great landings, which are difficult when you consider that your movements on the controls are delayed and you have to compensate by thinking ahead to your next move. But once I saw the beautiful scenery and the smooth running PC version, I knew I had to have it. What I didn't know, was that I would be descending into "PC Hell"!

First, I bugged all my computer friends about what I should get. The nice ones suggested I save my money and get a 386. The rich ones said I shouldn't consider anything less than a 486. The Club Members in the ST ranks said I should wait and get a Falcon. I decided to get a 386 Clone with a convertible motherboard, so that I could upgrade to a 486 when I could afford the extra cost, and if I felt a 386 wasn't fast enough.

Bob Woolley was a great help [hey, don't blame this on me!!]. We went to the Computer Show and I learned how not to buy a computer. They had great prices and some cheap hardware. One dealer kept us on the string into the next week with offers that would fall apart the next day. I ended up at a nice, small shop in Fremont and then the fun began.

I spent hours just getting my Windows desktop the right colors! My girlfriend was amazed that I got a computer, "just to play a game!" (Of course, I was going to do other things with it, like play solitaire.....)

Well, the flying was great. Beautiful scenery in shaded colors and responsive controls and a million different combinations of aircraft and situations. I thought I was in PC Heaven. Wrong. It was just the beginning of trouble. I quickly longed for the simplicity of my 1200XL and loved to sit down and listen to the 1050 disk drive spin and click as it took "forever" to load a program. I didn't care, it was better than having the PC instantaneously load PROCOMM, the first telecommunications program I used and leave me totally lost in the most obscure commands. I had to print out a 184 page manual to get to first base. That's a lot worse than good ole' BOBTERRM, which had me up and logged on in 10 minutes.

I have spent hours just trying to get a screen saver (PYRO) to keep from blanking my Flight Simulator in the middle of a flight. I had to disable PYRO and defeat the purpose I installed it for; to automatically blank the screen after 5 minutes. Now, it uses too much of the precious 640 K conventional memory for my Flight Simulator to function without the jerkiness that I saw on my 1200XL. So, this is progress?

I still spend more time with the PC than the 8-Bit, but I love coming back to this keyboard, this simple procedure to do ANYTHING, and I love waiting and listening to that old 1050 spin away.

HERB CODE



The Stuff Dreams Are Made Of

I HOPE THIS IS NOT a sign of Atari's financial health, but their stock rose $\frac{1}{16}$ of a point the day I bought my Falcon!

★ ★ ★
BIRD BRAIN DEPT: The \$1264 question is - how's life with Falcon? First the good stuff: it comes with a shirtload of software. We hardy (foolish) pioneers who bought the first STs in early July 1985 had to wait until September before usable software (ST Writer and NeoChrome) arrived. By comparison, the standard Falcon (4 Mb RAM, 85 MB HD) comes with seven 1.4 Mb floppies of programs. These include Atari Works, SpeedoGDOS (with 18 Bitstream fonts), Calappt (a calendar/appointment book program), MultiTOS, and some nice toys, Audio Fun Machine, Falcon D2D (direct-to-disk) Recorder and System Audio Manager. There are two games, Landmine and Breakout...

★ ★ ★
THIS MAKES THE FALCON a usable computer right out of the box, except for some software installation. If you (or your kid) needs a computer that doesn't have to talk to the world of Macs or PCs, a Falcon, a cheapo VGA monitor and an H-P Deskjet will set you back about \$2200. If properly promoted (a big if), the Falcon could bring new, first-time computer buyers into our ranks. But what about us old-timers? Should we switch?

★ ★ ★
AS I'VE MENTIONED BEFORE, I think so. If Atari survives as a computer company, the Falcon will be their platform for the next few years, not the STE or even the TT. Their support on the Falcon is, so far, much better than for previous products; adequate manuals are provided for the included applications. If you're going to stick with Atari, as a user or a software developer, the Falcon will be the only way to go...

★ ★ ★
BUT WHAT ABOUT software compatibility? Most of us old-timers have a fairly large library of software. Will we have to throw it all away and start over? It depends...

★ ★ ★
MY EARLY TESTING has provided good news, bad news and some surprises. Many of the games are tied to the ST hardware and won't run. (I expect the best Falcon games to use the machine's enhanced sound and graphics.) The older the program, the more likely it will have problems...First the good news: Most of my serious applications for DTP, Calamus, Touch-up and First Word, seem to work well, with only minor hitches. On all of them, I can use 2-color, 640 x 480 graphics for a larger screen...The bad news for me is that Migraph's original version of the hand scanner does not work with Touch-up. Neither does the Thunder! spell check accessory. (If my column has misspelled words, that's why!) Reaching back to ancient history, the version of DR Logo that was shipped with the original STs will run, but has difficulties loading programs. It therefore took me a while to discover that, yes, the face of 'Bob' is still in the character set!



Your hunt is over... The Eagle has landed at Messy's (with a bang!)



Atari's exciting new Eagle 747 computer has arrived at Messy's and, boy, it was worth the wait! The Eagle uses a triple-speed Rockola 69000 microprocessor, switchable between 33 $\frac{1}{3}$, 45 and 78 MHz. It contains 85 Mb of RAM and a 4 Mb internal hard drive. The Eagle runs all your favorite TRS 80 and Cray YM-P programs under the JAM graphical user interface. The Eagle's built-in Digital Signal Processor lets you re-program all the traffic lights in your city or town. Comes with standard serial, parallel, LAN, joystick, mouse and after-dinner ports. Unique hard disk port allows you to connect *any kind* of external hard drive! Multivalent logic senses hard drive type to configure interface. (That's right, a 'fuzzy' SCSI!) *Special introductory price - 198; will be 1300.01 after 8/31. A great gift idea. Computers and electronics (d. 2FC) - most Messy's*

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OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1110.DOC
OCTOBER 1993

General Comments

Notices for renewal of your ATARI CLASSICS subscription, both magazine and disk, will be mailed soon.

--> DON'T FORGET TO RENEW!!

The December issue of AC will be quite a departure from previous ones. It will be devoted to video;- mostly hardware hacks, but also with type-in software and a tutorial. Major contributions will be from Ben Poehland, Bob Woolley, Jeff Potter, Charles A. Cole and Paul Alhart. There will be hardware diagrams, screen photos, and mod. instructions. Even though (like me) you may not be much of a hardware hacker, it should be both instructive and interesting.

Note that the disk "Contents" are displayed below in the same format as that used by our SLCC FULMenu when it presents the Disk Directory.

D.O.M. Summary

There are five featured programs on this D.O.M. These are a DEMO; one card Game; a printing UTILITY; a Text ADventure (Game), and the second part of the APPLICATION program FILEEM, on Side "B" (this is the Data Base which lists about 2100 magazine articles on 8-bit Ataris;- as published from 8/92 through 9/91).

Directory - Disk #1110 (Contents):
FRONT:-

\$SLCC1110DOC 042	
AUTORUN SYS 002	TITLE 010
MENU 034	DOS SYS 039
BOINK BAS 022	HEARTS OBJ 121
HEARTS DOC 038	PSTR131 DOC 076
PSTR131 BAS 072	PSHISTRYTXT 018
SKULL BAS 207	STRING1 009
STRING2 004	FILEMLNGTXT 008
000 FREE SECTORS	

BACK:-

README TXT 013	
FILEEM DOC 116	FILEEM BAS 177
FILEEM6 DAT 055	FILEEM7 DAT 132

FILEEM8 DAT 090 FILEEM1 DAT 075
FILEEM2 DAT 049

000 FREE SECTORS

FILE 'EM- (it occupies the entire back of this disk) is the second part of this data base file, with about 2100 entries. The third, & last will be on Disk #1111;- next month. FILEMLNG.TXT on the front of the disk indexes the reference numbers by which the programming languages are identified. We may also publish a "SLCC SPECIAL" for this entire collection.

Program Details

BOINK.BAS is a very short DEMO by Larry Nocella of JACS (Jersey Atari). It appeared in Antic for 2/88. It's written in BASIC, with one M/L DLI to do the main work. If you hit [BREAK] to end the DEMO the DLI will keep the FUJIs going across the screen;- until you press [RESET]!

FILEMLNG.TXT is a quick reference listing of information regarding the programming languages recognized; and used as keywords to enter and to find (or sort) the articles indexed in the FILE 'EM program. Every language has been assigned one (of nine) code Nos. for this purpose. These are shown to you when you run the program;- either to make new entries or to find items. This reference listing has been taken directly out of the program lines.

FILE 'EM (from ANALOG #18- 4/84), by Norman Hill & Darryl Howerton, was described on last month's disk. This disk continues listing the data files and next month's disk will finish the job. The back of this disk has no DOS or Menu;- use FULMenu, from the front to read Text or RUN its programs. The main program & text files (with some modifications) are also included. Be sure you read the DOCs!

HEARTS.OBJ is from AIM's disk for

4,5/1993. It's a computerized version of the (once?) popular card game. You play against three 'Atari' opponents. It's written by Ray Borsick (7/92) in ACTION!;- for any 48K Atari 8-bit with J/S. The .Doc's complete and includes many tips on playing and strategy. To run; boot DOS without Basic, and Load it with Option L. The game will load and run automatically. HEARTS.OBJ may also be renamed to AUTORUN.SYS.

PSTR131.BAS (PRINTSTAR)- discussed as Ver. 1.3 on last month's disk; has now been re-updated, by T.J. Andrews- to V.1.31 (to delete 2 bugs I found). PSHISTRY.TXT explains it all. Version 1.2 of this great printing program is on SLCC disk #1011.

SKULL.BAS by John Patuto, is from issue #77 of ANALOG (Oct. 89). Skull Island is a TeXT-ADventure Game which offers a lot more than just a little challenge, according to the writer's text. Time was taken in writing this program to give it enough detail and excitement for hours of enjoyment. It incorporates musical tunes and sound effects, along with background coloring, a special character set and good scenario, to ensure that it will not be easily forgotten! In addition to the main file, it has two auxiliaries which are STRING1. and STRING2.- they must be present on the same disk.

When you play it, you'll use some two-word (verb-noun), and some single letter commands. You'll need to type only the first 3 letters of each word for the computer to recognize it. The one letter commands are N, S, E, W, & D(own), I(nventory), H(elp), Q(uit), X (= present score), Y (= Atari char. set), and Z (= Skull Is. characters). It keeps track of your score & moves. You can have a max. of 300 moves. The highest possible score is 285. Least possible No. of moves to win is 82.

When the game begins, you've been shipwrecked on Skull Island in the S. Pacific. The rest is up to you!

Re: Texel CD-ROM drive DM-3024 & Photo CD.

I know how you feel.....
Here's what I have learned.....

I bought Calamus SL with their Kodak Photo CD Import Module and tried to use it with a Multisession compatible Toshiba drive, using METADOS.PRG, but could not read anything from a Photo CD. After talking with DMC, they sent me TOSHIBA2.PRG which was supposed to get my TT and the Toshiba communicating. I still couldn't get directories or anything from Photo CD's. A dealer showed me his TT reading Photo CD's with a Texel DM-3024, so I bought it. I then spent a couple of weeks learning about SCSI cables, termination and a bunch of stuff that could screw up my system.

Eventually I found with METADOS.PRG, CONFIG.SYS and TOSHIBA2.PRG in my AUTO folder I could click on the ISO9960 icon and get a directory showing me the 1st session files on my Photo CD's. Calamus SL would load these fine. I could not get my TT to recognize subsequent sessions. (My TT usually timed out before it made contact with the Texel DM-3024. TOSHIBA2.PRG would then go in and pound on the door until the Texel drive finally answered. A message would then display saying there was an error sending the Toshiba MODE SELECT; but it did get the TT and Texel talking. I called Texel and found I had a "pre-Multisession" ROM chip in my drive. The Multisession ROM is identified by a sticker on the case with a "K" on it. The "k" in your ICD SCSI ID check indicates your drive is Multisession. I sent Texel \$10. They sent me the upgrade chip and a disk with upgraded driver software for DOS & Windows machines. I installed the chip & METADOS would no longer recognize the Texel drive. It is my understanding that METADOS is not Multisession aware anyway.

About that time Atari released CDRomx##.XFS to use with MultiTOS in place of METADOS.PRG & CONFIG.SYS. This combination seems to work fine with some CD-ROM drives. Greg, of It's All Relative, has been posting lists of drives that work. I was able to read files from all sessions on

Multisession Photo CD's with a Toshiba drive & MultiTos/CDROMx##.XFS, but I continued having trouble with my Texel DM-3024.

With no disk in the Texel, it initializes immediately and my TT recognizes it, but can't determine if it's ISO9660 or High Sierra format & hangs up if I then put in a Photo CD & click on the CD disk icon. With a music disk in the Texel, it initializes in about 4 seconds, the TT recognizes it & I can then put in a Photo CD; wait for the Texel busy light to go off, and get a directory of the 1st session files.

With a Photo CD in the Texel, it initializes in 12 to 15 seconds and the TT won't recognize it unless I run TOSHIBA2.PRG in the AUTO folder before MINT.PRG runs. In that case it will again only recognize the 1st session files.

So I suspect that MultiTOS & CDRomx##.XFS don't pester the Texel drive long enough to force it to find the subsequent session files. As you can see from the above initialization times, the Texel is quite slow reading info off of Photo CD's.

A clone owning friend also has a Texel DM-3024 and after we installed the Texel Windows driver upgrade in his machine it was able to access all files on Multisession Photo CD's.

In summary:

If you boot with a music CD in your Texel and run MultiTOS, with CDRomx##.XFS in the root directory of your boot partition, you should be able to access 1st session files on Photo CD's.

If you boot with a Photo CD in your Texel, you need to have TOSHIBA2.PRG ahead of MINT.PRG in your AUTO folder.

In both cases, make sure the busy light is out on the Texel before booting your Atari, and make sure it is out after changing disks when trying to read a directory.

Texel doesn't support Atari's, so a driver fix for their CD drive will probably depend on Atari. I may sell the Texel & get the Toshiba.

Jim Hood SLCC

MORAN'S MACABRE MINUTES

General Meeting September 7, 1993

El Supremo, Jim Hood, showed up early for this meeting and gave a demonstration of the new 24 bit color card he has obtained for his TT. The card is relatively new and Hood with his usual damn the torpedo full speed ahead attitude couldn't wait to get it installed inside the TT so he made a top carrier for it. (Knowing Hood it will stay there for six months or more)

Anyway -- the card shows very well and gives the operator tremendous control over color selection. With the right software and a bit of work the facial colors look almost lifelike. Anyone planing to work with photo CD's will find a color card to be essential.

At exactly 8:00 PM El Supremo Hood convened the meeting and immediately turned the gavel over to Vice President Peter Chen while he made a hasty exit out the back door. (Rumor has it that old Fidel has sent out his hit squads and Hood thinks they are after him. Sure strange how a little power goes to the head of our elected big shots, soon he will want a body guard.) All other Officers were present and accounted for.

To start the meeting our question and answer session brought out some questions regarding the August, 16 Bit floppy. One of the programs on the disk, Sysinfo, seemed to give improper answers when identifying which operating system was present. The program said the OS was 2.6 instead of the proper 2.06. After a bit of discussion it was brought out that Atari just does it that way.-- Sort of -- That's Atari!

Another general question came up on aspect ratios on hard copy print outs versus what is shown on screen. This question got battled all over the place with the general consensus being the difference could be caused either by the

printer or the program involved and on occasion both.

Bob Scholar, 8 Bit Software Chairman demonstrated the D.O.M. For September that contains a couple of goodies' one of which is the old reliable Solitaire game of about eight or ten years ago that has been through several updates and speed ups over the years. This may be the last speedup necessary as it is now done in machine language and called Fast Solitaire that now responds considerably faster and better than past versions. The other biggie on the disk is File Em that is part of a data base that indexes articles and or programs. The data that is partially included on this disk is on Atari magazine articles. The balance of the data will be on future floppies.

Also on the disk is a concentration type game for youngsters and a text file about a recent update of Printstar.1.3.

Don Safer equipped with the proper cables this time gave us a demonstration of Ham Radio Packet BBS. This is a 2 meter ham radio band that does not require a phone. It did seem a bit odd watching a monitor scroll BBS type information without a phone connection. It is possible to upload and download with Packet although Don himself hasn't gotten involved in that aspect yet.

From this point on the meeting went downhill, Vice President Peter Chen eager to show how well he had learned the crooked Raffle routine at VP school really outdid himself. Six of the winners weren't even members. Even his mother looked kind of suspicious when her number was called. (Probably because she didn't buy a ticket)

oh well -- Till next month -- I remain

Jim Moran -- Secretary

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10	11 ST SIG 8:00 PM	12	13	14	15	16
17	18	19	20	21	22	23 Journal Deadline
24	25	26	27	28	29	30
31						

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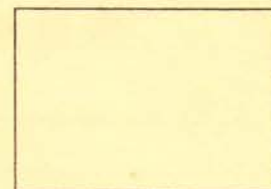
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